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- 1 [Proceedings of the 2007 ACM symposium on Applied computing](#)
 Yookun Cho, Yong Wan Koo, Roger L. Wainwright, Hisham M. Haddad, Sung Y. Shin
 March SAC '07: Proceedings of the 2007 ACM symposium on Applied computing
 2007
 Publisher: ACM
 Additional Information: [full citation](#), [abstract](#)

Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count: 0

On behalf of the Organization Committee, it is our pleasure to welcome you to the 22nd Annual ACM Symposium on Applied Computing (SAC 2007). This year, the conference is hosted by Seoul National University and Suwon University in Gyeonggi-do, Korea. ...

- 2 [Summarizing scientific articles: experiments with relevance and rhetorical status](#)
 Simone Teufel, Marc Moens
 December Computational Linguistics , Volume 28 Issue 4
 2002
 Publisher: MIT Press
 Full text available: [Pdf](#) (424.69 KB)
 Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

Bibliometrics: Downloads (6 Weeks): 7, Downloads (12 Months): 116, Downloads (Overall): 522, Citation Count: 34

In this article we propose a strategy for the summarization of scientific articles that concentrates on the rhetorical status of statements in an article: Material for summaries is selected in such a way that summaries can highlight the new contribution ...

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- 3 [ACM SIGCOMM Computer Communication Review: Volume 35 Issue 1](#)
 January SIGCOMM Computer Communication Review
 2005
 Publisher: ACM
 Additional Information: [full citation](#), [index terms](#)
- Bibliometrics:** Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Downloads (Overall): n/a, Citation Count: 0
- 4 [Level design optimization guidelines for game artists using the epic games: Unreal editor and unreal engine 2](#)
 Christian Rubino, John Power
 December Computers in Entertainment (CIE) , Volume 6 Issue 4
 2008
 Publisher: ACM [Request Permissions](#)
 Full text available: [Pdf](#) (5.63 MB)
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- Bibliometrics:** Downloads (6 Weeks): 12, Downloads (12 Months): 179, Downloads (Overall): 179, Citation Count: 0

This article aims to provide guidelines for artists during the planning stages of game-level design and production that will anticipate an optimal balancing point between rich graphical content and sufficiently fast frame rates. To achieve this end, ...

Keywords: Game-level design and production, data optimization methods, occlusion systems, planning strategies

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